

HERE IS SOME D&D

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Find Your Race

Race	Ability
Human	+10% experience gained.
Dragonborn	Breathe acid, cold, fire, lightning, or poison for 1d6 damage.
Dwarf	See in darkness. +1 to attack with axes and hammers.
Elf/Half-Elf	Doesn't need to sleep. +1 to attack with spells.
Gnome	Cast <i>animal friendship</i> and <i>speak with animals</i> at will.
Halfling	Reroll results of 1 on any die roll.
Half-Orc	+1 to attack with any weapon.
Tiefling	See in darkness. Cast <i>burning hands</i> once per day.

Find Your Class

Warriors	Ability
Barbarian	+2 armor class while unarmored.
Fighter	+2 damage with any weapon.
Monk	+2 damage with monk weapons. Your limbs do d10 damage.
Paladin	+2 damage to undead.
Wanderers	
Bard	Prepare spells from any spell list.
Ranger	Animal companion.
Rogue	Sneak attack for x3 damage if your target can't see you.
Magic-Users	
Cleric	Turn or command undead.
Druid	Wild shape into an animal.
Sorcerer	Cast 1 more spell per day.
Warlock	Eldritch blast for 1d6 damage.
Wizard	Prepare 1 more spell per day.

Choose Your Equipment

Pick 2 weapons, or 1 weapon and a shield. **Huge** and **Ranged** weapons can't be used with a shield. You can hold a **Small** and a **Medium** weapon in each hand, granting you an extra attack. **Large** weapons can be held with both hands, granting +1 damage. **Huge** weapons require both hands. Some huge weapons can attack monsters up to 10 feet away, but can't be used to attack monsters within 5 feet. Then choose 1 suit of armor. If you're a **Druid**, you are forbidden from using refined metal, so your equipment is made from bone, leather, or stone.

Weapon	Example	DMG	
Small	Dagger, sickle, kama, sap, light pick, handaxe, rock.	d4	
Medium	Javelin, shortsword, mace, battleaxe, whip, rapier.	d6	
Large	Longsword, greataxe, warhammer, staff, club, flail.	d8	
Huge	Lance, greatsword, greatclub, trident, halberd, spear.	d10	
Ranged	Sling, shortbow, longbow, crossbow, blowgun.	d8	
Armor		AC	MV
None	Clothes, rags, robe, habit, keikogi.	10	9
Light	Leather, padded, studded, chain shirt.	12	7
Medium	Hide, scale mail, chain mail, breastplate.	14	5
Heavy	Splint mail, banded mail, half plate, full plate.	16	3
Shield	Buckler, heater, kite, parma, pavise, tower.	+1	-1

Determine Your Hit Points

You start your career at level 1, beginning with a number of hit points (HP) equal to your hit die (HD). All **Warriors** have d10 HD, all **Wanderers** have d8 HD, and all **Magic-Users** have d6 HD. For example, if you're a **Fighter**, which is a member of the **Warrior** group, you begin with 10 HP.

Combat

Initiative: Roll d20 + Movement (MV). This determines what order combatants go in. **Wanderers** add +2.

Attack: Roll d20 + your level. If it's equal to or greater than the monster's Armor Class (AC), the attack hits. Casting a spell counts as an attack.

Extra Attacks: **Warriors** get one extra attack every 4 levels. In addition to their attack, **Dragonborn** and **Warlocks** can also use their breath or blast. (A **Dragonborn Warlock** must choose one or the other each round.) Wielding a Small and Medium weapon gives you one extra attack.

Damage: Roll the weapon or spell's damage (DMG), and subtract the result from the monster's HP. At zero HP, the monster is dead.

Positioning: You can get where you need be from round to round. For longer distances, assume you can move about 60 feet without making an attack, or 30 feet while making an attack. You can move before and after an attack.

Rounds: A round is about 6 seconds. Everyone acts at about the same time.

Recovery: Hit points represent a combination of physical and mental durability, the will to live, and luck. Recover your max HP after 8 hours of rest, or half your max HP after 4 hours of rest. **Elves** still need to rest to heal.

Feats Of Heroism

Feats of heroism are accomplished by rolling d20 + MV + ½ your level, rounded down. A result of 20 or more is a success.

Athletics: Swimming, jumping, lifting gates, climbing, horsemanship, and so on are all feats of athletics. **Warriors** add their level instead of half their level. **Dragonborn**, **Dwarves**, and **Half-Orcs** add a +2 bonus. **Humans** add a +1 bonus.

Subterfuge: Sneaking, opening locks, hiding, disguises, deception, forgery, picking pockets, and so on are all feats of subterfuge. **Wanderers** add their level instead of half their level. **Halflings** and **Tieflings** add a +2 bonus. **Humans** add a +1 bonus.

Lore: Reading spell scrolls, gathering information, deciphering runes, negotiation, diplomacy, scholarly pursuits, addressing nobles in court, and so on are all feats of lore. **Magic-Users** add their level instead of half their level. **Gnomes** and **Elves** add a +2 bonus. **Humans** add a +1 bonus.

Saving Throws: If you are affected by a trap or a spell, a save could be required. Roll d20 + your level. **Warriors** add a +2 bonus to physical saves. **Magic-Users** add a +2 bonus to magical saves. **Wanderers** add a +2 bonus to all saves. A result of 20 or more is a success.

Magic

Clerics, **Druids**, **Sorcerers**, and **Wizards** are full-casters. **Bards**, **Paladins**, **Rangers**, and **Warlocks** are half-casters. At the beginning of each day, prepare spells according to the table below.

Clerics, **Druids**, **Paladins**, and **Rangers** get their spells from their deity or the natural world. **Bards**, **Sorcerers**, and **Wizards** get their spells through metaphysical forces. **Warlocks** make bargains with extraplanar entities.

Preparing and Casting Spells

Level	Spells Prepared		Castings Per Day	
	Full-Caster	Half-Caster	Full-Caster	Half-Caster
1st – 2nd	2	1	2	1
3rd – 4th	3	2	4	2
5th – 6th	4	2	6	3
7th – 8th	5	3	8	4
9th – 10th	6	3	10	5

For example: Rolf is an 8th-level Ranger half-caster. He prepares three spells from the Ranger's spell list: *animal summoning*, *barkskin*, and *warp wood*. Since Rolf is an 8th-level Ranger half-caster, he can cast four times a day, chosen from his three prepared spells, in any combination he wants. The next day, he can choose to prepare three different spells if he wishes.

Playing Dungeons & Dragons

Find a group of friends. Everyone makes a character, except one—that person is the **Dungeon Master** and is in charge of everything that isn't the characters.

Advancing Your Character

New levels are gained by accumulating experience (XP). XP is gained by spending the gold pieces (GP) found on adventures. New levels require 2000 × your current level in XP. Your level affects attack rolls and feats of heroism. Each time you gain a new level, roll your HD and add that number to your hit point total.

Cleric & Paladin Spells

Animate Dead: Create 1 skeleton or zombie from bones or dead bodies. Increases by 1 per level.
Blindness: Remove a creature’s sight for 1 round per level. Save to avoid.
Command: Speak a one-word command to 1 creature, like flee, drop, surrender, or sleep. Smart creatures save to avoid. Lasts for 1 round per level.
Commune: Contact your deity and ask 1 question that can be answered with a “yes” or “no.” Frequent castings result in no answer.
Create Sustenance: Make enough food and water for 3 creatures to consume over the course of 1 day. Increases by 3 creatures every 2 levels.
Cure Disease: Remove a disease from 1 creature every 2 levels.
Cure Poison: Remove a poison from 1 creature every 2 levels.
Cure Wounds: 1 creature heals 1d8 damage + 1 per level. This becomes 2d8 + 1 per level at 3rd level and 3d8 +1 per level at 6th level.
Darkness: Magical darkness fills a 15-foot-radius sphere. Creatures that see in darkness can’t see in magical darkness. Lasts for 1 round per level
Detect Evil: Sense the presence of evil for 10 minutes.
Flame Strike: 1 creature takes 1d8 damage every 2 levels. Does double damage to undead. Needs an attack roll.
Glyph Of Warding: Inscribe a glyph on a surface or object. If a creature passes, enters, or opens the glyph, they take 1d8 damage every 2 levels.
Insect Plague: Creeping, hopping, and flying insects fill a 15-foot-radius sphere for 10 minutes. Creatures take 1d4 damage every 2 levels.
Light: 1 small touched object sheds bright light in a 20-foot radius sphere and dim light for an additional 20 feet. Lasts for 1 hour per level.
Locate Object: Know which direction an object lies. At 3rd level, know how far away it is. At 6th level, it can be located on another plane of existence.
Prayer: Allies receive +1 to rolls and enemies receive -1 to rolls. Lasts for 1 round every 2 levels.
Remove Curse: Remove a curse from 1 creature or object.
Remove Fear: Remove fear from 1 creature every 2 levels.
Sanctuary: Creatures must make a save to attack you. On a fail, they lose their attack. You can still be hurt by indirect damage. Lasts for 1 round per level.
Speak With Dead: Communicate with 1 dead creature as long as you share their language. They know what they knew in life. Lasts for 1 minute per level.
Tongues: Gain the ability to understand and speak any language you hear. Lasts for 1 minute per level.

Druid & Ranger Spells

Animal Friendship: Convince 1 animal that you’re friendly. Save to avoid.
Animal Summoning: Spirits take the forms of animals and obey your commands. Summon 2 spirits every 2 levels. Lasts for 1 round per level.
Barkskin: 1 creature gains +1 AC every 3 levels. Lasts for 1 round every 2 levels.
Call Lightning: 1 creature is hit by lightning for 1d8 damage every 2 levels. Needs an attack roll. Only works while outside.
Charm: 1 creature not being attacked by you or your allies becomes your friend. Smart creatures save to avoid. Lasts for 1 minute per level.
Commune With Nature: Know 1 fact per level about the surrounding terrain, at a distance of ½ mile per level. Only works while outside.
Control Winds: Small creatures within a 15-foot-radius are knocked to the ground. At 3rd level, affects medium creatures. At 6th level, affects large creatures. At 9th level, no radius limit and structures are destroyed. Save avoids.
Darkness: Magical darkness fills a 15-foot-radius sphere. Creatures that see in darkness can’t see in magical darkness. Lasts for 1 round per level
Entangle: Creatures within a 15-foot-radius sphere are immobilized by roots, grass, and weeds. Save for slowed movement.
Hallucinatory Forest: A permanent illusion of forest appears out to 25 feet per level. The illusion looks, smells, sounds, and feels real. Intelligent forest-dwelling creatures, druids, and rangers recognize that it is an illusion.
Insect Plague: Creeping, hopping, and flying insects fill a 15-foot-radius sphere for 10 minutes. Creatures take 1d4 damage every 2 levels.
Light: 1 small touched object sheds bright light in a 20-foot radius sphere and dim light for an additional 20 feet. Lasts for 1 hour per level.

Pass Without Trace: Creatures within a 15-foot-radius sphere leave no trace of their passage, including scent. Lasts for 1 hour.
Plant Door: Create a magic doorway in vegetation, such as a bush or tree. It leads to a space that can fit 5 medium creatures. Lasts for 2 hours per level.
Plant Growth: All normal plants in a 25-foot radius become thick and overgrown. Increases by 25-feet every 2 levels.
Speak With Animals: Comprehend and verbally communicate with animals. Lasts for 1 minute per level.
Stone Shape: Stone in a 1-foot-diameter sphere forms into any shape that suits your purpose. Increases by 1 foot per level.
Transmute Rock To Mud: Rock in a 1-foot-diameter sphere turns to mud. Increases by 1 foot per level.
Tree Shape: Assume the form of a large tree or shrub. While in this form, you can observe all that transpires around you normally.
Wall Of Thorns: Create a wall of thorny brush 10-feet-long and 10-feet-high per level. Creatures that come into contact take 1d4 damage per level.
Warp Wood: Wood in a 1-foot-diameter sphere twists and warps. Increases by 1 foot per level.
Water Breathing: Creatures within a 15-foot-radius sphere can breath underwater. Lasts for 1 hour per level.

Sorcerer, Warlock, & Wizard Spells

Burning Hands: Creatures within a 15-foot cone are burned for 1d4 damage every 2 levels. Objects are set on fire. Save for half damage.
Contact Other Plane: Contact otherworldly powers and ask 1 question that can be answered with a “yes” or “no.” Frequent castings result in madness.
Dancing Lights: 4 torch-sized lights hover in the air, shedding dim light in a 10-foot radius. You can move the lights up to 60 feet each round. Each light must be within at least 20 feet of another one. Lasts for 1 minute per level.
Darkness: Magical darkness fills a 15-foot-radius sphere. Creatures that see in darkness can’t see in magical darkness. Lasts for 1 round per level
Detect Magic: Sense the presence of magic within a 15-foot-radius. Lasts for 10 minutes.
Enlarge: Increases 1 creature’s size by 1 category. Damage is doubled and weight is octupled. Lasts for 3 rounds + 1 per level.
Explosive Runes: Inscribe runes on a surface or object. If a creature reads the runes, they take 1d8 damage every 2 levels.
Feather Fall: Creatures within a 15-foot-radius sphere slow their descent until they land, taking no damage.
Find Familiar: A spirit takes the form of an animal of your choosing. Within 100 feet per level, you can communicate with it telepathically, see through its eyes, and hear what it hears, gaining the benefits of any special senses it has.
Fireball: Creatures within a 15-foot-radius sphere are burned for 1d6 damage every 2 levels. Objects are set on fire. Save for half damage.
Floating Disk: Create a circular, concave plane of force, 3 feet in diameter and 1 inch thick. The disk follows you and holds 25 pounds per level. Lasts for 10 minutes every 2 levels.
Identify: You learn the properties of 1 magic item. Does not reveal curses.
Light: 1 small touched object sheds bright light in a 20-foot radius sphere and dim light for an additional 20 feet. Lasts for 1 hour per level.
Magic Missile: 1 glowing dart of force hits for 1d4 +1 damage. It always hits, no attack roll, no save. Increases by 1 dart every 2 levels.
Sleep: Creatures within a 15-foot-radius sphere fall unconscious. Smart creatures save to avoid. Lasts for 1 round per level.
Spider Climb: Gain the ability to move up, down, and across vertical surfaces and upside down along ceilings. Lasts 1 round per level.
Unseen Servant: An invisible, mindless, shapeless force performs simple tasks at your command. Lasts 1 hour per level.
Wall Of Force: Create a wall of force 5-feet-long and 5-feet-high. It can’t be destroyed and extends into the Ethereal Plane. Increases by 1 foot per level.
Web: Conjure a mass of thick, sticky webbing within a 30-foot-cube. If the webs aren’t anchored between two solid masses, the web collapses. The web is flammable. Any 5-foot cube of web exposed to fire burns away in 1 round, dealing 2d4 fire damage to creatures in the fire. Could need an attack roll.

Making Monsters

Pick the monster’s size, type, role, and level. Describe the damage based on what the monster would be attacking with: claw, pseudopod, longsword, fire breath, etc. Apply a bonus to the monster’s attack based on its level. Powerful attacks recharge on a roll of a 5 or 6 on a d6. Finally, remember that these numbers are just **guidelines** and should be altered to fit the situation.

Monster Sizes

Size	MV	HP	#ATT	DMG
Small	14	× ½ HD	1	d4
Medium	12	× 1 HD	1	d6
Large	10	× 4 HD	2	d8
Huge	8	× 8 HD	3	d10
Gargantuan	6	× 12 HD	4	d12

Small monsters are like goblins and kobolds. Medium monsters are like skeletons and orcs. Large monsters are like ogres and trolls. Huge monsters are like giants and elementals. Gargantuan monsters are like dragons.

Monster Types

Type	Ability Suggestions
Aberrant	Bizarre anatomy, inflict madness, telekinesis, telepathy, tentacles that cast spells, 100 extra HP, +5 to saves against magic.
Animal	Additional movement type (burrow, fly, sprint, swim), charge, overrun, trample, x2 damage with natural weapons.
Devil	Banishment, fly, immunity to fire, summon minor devils, telepathy, teleportation, 100 extra HP, x2 damage.
Dragon	Breath a damage type, fly, immunity to a damage type, inflict fear, 200 extra HP, +10 to saves against magic, x3 damage.
Elemental	Body shape modification, damaging aura, fly or burrow, vulnerability to its opposite element, summon minor elementals.
Fey	Amphibious, cast <i>charm</i> and <i>dancing lights</i> , create illusions, increased senses, invisibility, read minds, shapechange.
Humanoid	Bull rush, cleave, disarm, dodge, flank, grapple, shield bash, two-weapon fighting, whirlwind attack, x2 hit points.
Ooze	Acid damage, acid resistance, body shape modification, envelop characters, immune to magic, reach, split when hit.
Plant	Cast <i>entangle</i> and <i>wall of thorns</i> , dominate minds with spores, envelop characters, immobilize with vines, poison damage.
Robot	It can’t be bargained with. It can’t be reasoned with. It doesn’t feel pity, or remorse, or fear. And it absolutely will not stop.
Undead	Drain levels, immune to mind effects, poison, or disease, vulnerable to holy attacks, 20 extra HP, x2 damage.

Monster Roles

Role	HD	Special
Smasher	d10	+2 to saves against physical attacks, one extra attack.
Sneaker	d8	+2 to saves against everything, sneak attack characters that don’t see you for d6 extra damage.
Caster	d6	+2 to saves against magical attacks, and cast a few spells once a day.

Monster Level

If the monster can be hit 60% of the time by a character without extra bonuses, then the monster should be the same level as the character. For example, a 5th-level character, without extra bonuses, will hit a monster with an AC of 13 60% of the time—so its level should be 5. This would make the monster an easy challenge for a 5th-level character, a hard challenge for a 3rd-level character, and a deadly challenge for a 1st-level character. Use the following formula to determine chance to hit: % = (20 - (Target’s AC - Character’s Level) ÷ 20) × 100.

HERE IS SOME D&D v2.5 was written and designed by Christopher Green.
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Monster Manual

Banshee. Level 4 medium undead smasher. AC 12, ST +2 physical, MV 12 (fly, incorporeal), HP 30, #ATT 2 (gaze, touch), DMG 2d10. Immune to non-magical weapons. *Wail (1/day):* Characters within 30 feet that can hear the banshee drop to 0 hit points; save avoids.

Black Pudding. Level 4 large ooze sneaker. AC 12, ST +2 all, MV 10 (climb), HP 32, #ATT 2 (pseudopod), DMG d8. *Sneak attack* for d6 when hidden. *Acid:* Touching or hitting the pudding deals d8 acid damage and ny non-magical weapon that hits the pudding corrodes. *Split:* When hit, the pudding splits into two, each one size smaller and with half the hit points of the original.

Beholder. Level 8 large aberrant caster. AC 16, ST +5 magical, MV 10 (fly), HP 124, #ATT 1 (bite), DMG d8. *Central Eye:* Creates an area of antimagic in a 150-foot-cone. The beholder decides which way the cone faces and whether the cone is active. *Eye Rays:* In place of an attack, shoot two of the following eye rays at random: 1) Charm, 2) Paralyze, 3) Fear, 4) Slow, 5) Enervation, 6) Telekinesis, 7) Sleep, 8) Petrification, 9) Disintegration, 10) Death; save avoids.

Bugbear. Level 2 medium humanoid smasher. AC 10, ST +2 physical, MV 12, HP 20, #ATT 2 (morningstar, whip), DMG d6. *Ambush:* If the bugbear surprised the characters, deal 3d6 damage on the first attack.

Carriion Crawler. Level 6 large aberrant sneaker. AC 14, ST +5 magic, MV 10, HP 82, #ATT 2 (bite, tentacle), DMG d8. *Nauseous Stench:* Characters within 15 feet are poisoned and slowed. *Immobilizing Strike:* Attacks cause immobilization; save avoids.

Displacer Beast. Level 9 large animal sneaker. AC 17, ST +2 all, MV 10, HP 82, #ATT 2 (bite, tentacle), DMG 2d8. *Displacement:* Projects an illusion that makes it appear to be standing near its actual location; there is a 50% chance that any hit is actually a miss. *Immobilizing Strike:* Attacks cause immobilization; save avoids.

Dragon, Black. Level 12 gargantuan dragon caster. AC 20, ST +10 magical, MV 6 (fly), HP 272, #ATT 4 (bite, claw, tail), DMG 3d12. Immune to acid. *Spellcasting:* In place of an attack, cast blindness, command, or darkness, once each. *Frightening Presence (1/day):* Characters within 30 feet run away in fear; save avoids. *Acid Breath* [☹️][🔥][👁️]: In place of all attacks, exhale acid in a 90-foot line. Each creature takes 5d12 damage and is immobilized; save for half damage and is not immobilized.

Dragon, Blue. Level 12 huge dragon smasher. AC 20, ST +10 magical, MV 8 (fly), HP 280, #ATT 3 (bite, claw, tail), DMG 3d10. Immune to lightning. *Uncontained Lightning:* While at less than half hit points, characters within 30 feet take 10 lightning damage. *Lightning Breath* [⚡️][👁️][🔥]: In place of all attacks, exhale lightning in a 90-foot line. Each creature takes 5d10 damage and is dazed; save for half damaged and is not dazed.

Dragon, Green. Level 12 huge dragon caster. AC 20, ST +10 magical, MV 8 (fly), HP 248, #ATT 3 (bite, claw, tail), DMG 3d10. Immune to poison. *Spellcasting:* In place of an attack, cast charm, entangle, insect plague, or wall of thorns, once each. *Poison Breath* [☹️][👁️][👤]: In place of all attacks, exhale poisonous gas in a 90-foot cone. Each creature takes 5d10 damage and is poisoned; save for half damage and is not poisoned.

Dragon, Red. Level 13 gargantuan dragon smasher. AC 21, ST +10 magical, MV 6 (fly), HP 320, #ATT 5 (bite, claw, tail), DMG 3d12. Immune to fire. *Frightening Presence (1/day):* Characters within 30 feet run away in fear; save avoids. *Wing Backblast:* In place of an attack, characters within 30 feet are knocked down; save avoids. *Fire Breath* [🔥][👁️][👤]: In place of all attacks, exhale fire in a 90-foot cone. Each creature takes 5d12 damage and is on fire; save for half damage and is not on fire.

Dragon, White. Level 11 large dragon sneaker. AC 19, ST +10 magical, MV 10 (fly), HP 232, #ATT 2, DMG 3d8 (bite, claw, tail). *Sneak attack* for 3d6 when hidden. Immune to cold. *Icy Tomb:* In place of an attack, characters within 30 feet are immobilized; save avoids. *Cold Breath* [❄️][👁️][👤]: In place of all attacks, exhale ice in a 90-foot cone. Each creature takes 5d8 damage and is slowed; save for half damage and is not slowed.

Drow. Level 3 medium humanoid caster. AC 11, ST +2 magical, MV 12, HP 12, #ATT 1 (shortsword, shortbow), DMG d6. Vulnerable to light. *Resistance to poison.* *Spellcasting:* In place of an attack, cast darkness, prayer, or spider climb once each. *Poisoned Strike:* Attacks cause poison; save avoids.

Duergar. Level 3 medium humanoid sneaker. AC 11, ST +2 all, MV 12, HP 20, #ATT 1 (battlehammer, crossbow), DMG d6. Vulnerable to light. *Resistance to poison.* *Spellcasting:* In place of an attack, cast enlarge once. *Underdark Sneak:* Invisible until it attacks.

Elemental, Air. Level 3 small elemental sneaker. AC 11, ST +2 all, MV 14 (fly), HP 4, #ATT 1 (slam), DMG d4. *Sneak attack* for d6 when hidden. *Storm Grasp:* As an attack, grab 1 character; all attacks now target that character.

Elemental, Earth. Level 5 large elemental smasher. AC 13, ST +2 physical, MV 10 (burrow), HP 40, #ATT 3 (slam), DMG d8. *Flattening Stamp:* In place of an attack, characters within 10 feet are knocked down; save avoids.

Elemental, Fire. Level 6 huge elemental smasher. AC 14, ST +2 physical, MV 8 (fly), HP 80, #ATT 4 (slam), DMG d10. Seething Flame: While at less than half hit points, characters within 30 feet take 10 fire damage.

Elemental, Water. Level 4 medium elemental sneaker. AC 12, ST +2 all, MV 12 (swim), HP 8, #ATT 1 (slam), DMG d6. Sneak attack for d6 when hidden. Surging Waves: In place of an attack, move 1 character 30 feet in any direction; save avoids.

Ettin. Level 4 large humanoid smasher. AC 12, ST +2 physical, MV 10, HP 80, #ATT 3 (greatclub), DMG d8. Dual Brain: Ends any mind effect on itself at the end of its turn.

Gargoyle. Level 2 medium elemental smasher. AC 10, ST +2 physical, MV 12 (fly), HP 30, #ATT 2 (claw), DMG d6. Rock Tempest: As an attack, shoots sharp rocks at characters within 30 feet for d6 damage.

Gelatinous Cube. Level 7 large ooze sneaker. AC 15, ST +2 all, MV 10, HP 132, #ATT 1 (slam), DMG d8. Sneak attack for d6 when hidden. Engulf: In place of an attack, grab 1 character and pull them inside, digesting them for 3d8 damage each round; save avoids.

Ghost. Level 5 medium undead sneaker. AC 13, ST +2 all, MV 12 (fly, incorporeal), HP 28, #ATT 1 (touch), DMG 2d6. Sneak attack for d6 when hidden. Immune to non-magical weapons, disease, and poison. Possession (2/day): In place of an attack, enter and dominate 1 character's body. The ghost can't be targeted by attacks except turn undead. Remain until the body drops to 0 HP; save avoids.

Ghoul. Level 4 medium undead smasher. AC 12, ST +2 physical, MV 12, HP 30, #ATT 2 (bite, claw), DMG 2d6. Immune to mind effects, disease, and poison. Ravenous Bite: Attacks cause paralysis; save avoids.

Giant, Fire. Level 9 huge humanoid sneaker. AC 17, ST +2 all, MV 8, HP 128, #ATT 3 (greatsword, crossbow), DMG d10. Sneak attack for d6 when hidden. Immune to fire. Lava Rain: In place of an attack, characters within 30 feet are on fire; save avoids.

Giant, Frost. Level 8 huge humanoid caster. AC 16, ST +2 magical, MV 8, HP 96, #ATT 3 (waraxe, lance), DMG d10. Immune to cold. Spellcasting: In place of an attack, cast iceball, ice strike, or control winds, once each.

Giant, Hill. Level 7 huge humanoid smasher. AC 15, ST +2 physical, MV 8, HP 160, #ATT 4 (club, rock), DMG d10. Sweeping Club: In place of an attack, characters within 15 feet are knocked down; save avoids. Rock Hurl: As an attack, a thrown rock pushes a character 10 feet and knocks them down.

Goblin. Level 1 small humanoid sneaker. AC 9, ST +2 all, MV 14, HP 8, #ATT 1 (shortsword), DMG d4. Sneak attack for d6 when hidden. Vulnerable to light. Deft Scurry: Moves 10 feet away when missed by an attack.

Golem, Flesh. Level 7 medium robot smasher. AC 15, ST +2 physical, MV 12, HP 70, #ATT 2 (claw), DMG d6. Immune to lightning and mind effects. Vulnerable to fire. Frightening Presence (1/day): Characters within 30 feet run away in fear; save avoids.

Golem, Iron. Level 9 medium robot smasher. AC 17, ST +2 physical, MV 12, HP 90, #ATT 2 (longsword), DMG d6. Immune to mind effects. Cleave: As an attack, characters within 5 feet take d6 damage and are knocked down.

Golem, Stone. Level 8 medium robot smasher. AC 16, ST +2 physical, MV 12, HP 80, #ATT 2 (club), DMG d6. Immune to mind effects. Death Burst: When killed, characters within 10 feet take d6 damage; save avoids.

Hobgoblin. Level 3 medium humanoid smasher. AC 11, ST +2 physical, MV 12, HP 20, #ATT 2 (longsword, longbow), DMG d6. Phalanx Soldier: +2 AC when within 5 feet of another hobgoblin.

Kobold. Level 1 small humanoid caster. AC 9, ST +2 magical, MV 14, HP 6, #ATT 1 (dagger), DMG d4. Spellcasting: In place of an attack, cast flame strike, three times.

Lich. Level 13 medium undead caster. AC 21, ST +10 magical, MV 12, HP 106, #ATT 3 (claw, gaze), DMG d6. Immune to disease and poison. Spellcasting: In place of an attack, cast animate dead, burning hands, darkness, fireball, magic missile, sleep, time stop, or wall of force, once each. Level Drain [☠️]: As an attack, drain 1 level from 1 character. Power Word Kill (1/day): In place of an attack, 1 character dies instantly. No attack, no save. Rejuvenation: If it has a phylactery, a destroyed lich gains a new body in d10 days within 5 feet of the phylactery.

Lizardfolk. Level 2 medium humanoid sneaker. AC 10, ST +2 all, MV 12 (swim), HP 16, #ATT 1 (club, blowgun), DMG d6. Sneak attack for d6 when hidden. Net Toss: As an attack, 1 character is immobilized. Poisoned Strike: Attacks cause poison; save avoids.

Medusa. Level 10 medium fey sneaker. AC 18, ST +2 all, MV 12, HP 108, #ATT 3 (shortsword, longbow), DMG d6. Sneak attack for d6 when hidden. Swords to Snakes: Characters within 30 feet believe their weapons have become snakes and they can't be used; save avoids. Petrifying Stare [👁️]: In place of an attack, 1 character within 30 feet that sees the medusa's eyes is turned to stone; save avoids.

Mimic. Level 5 medium robot sneaker. AC 13, ST +2 all, MV 12, HP 50, #ATT 1 (bite), DMG d6. Sneak attack for d6 when hidden. Engulf: In place of an attack, grab 1 character and pull it inside, digesting them for 2d8 damage; save avoids.

Mind Flayer. Level 10 medium aberrant caster. AC 18, ST +5 magic, MV 12, HP 106, #ATT 3 (tentacles), DMG d6. Spellcasting: In place of an attack, cast detect thoughts, levitate, plane shift, or telekinesis, once each. Tentacle Grapple: As an attack, grab 1 character. Extract Brain: Deal 4d6 damage to a grabbed character. Mind Blast [🧠]: In place of all attacks, emit psychic energy in a 90-foot cone. Each creature takes 2d6 damage and is immobilized; save for half damage and is not immobilized.

Mummy. Level 10 medium undead smasher. AC 18, ST +2 physical, MV 12, HP 110, #ATT 3 (slam, gaze), DMG d6. Immune to disease and poison. Frightening Presence (1/day): Characters within 30 feet run away in fear; save avoids. Final Curse: The character who kills the mummy is cursed.

Ogre. Level 6 large humanoid smasher. AC 14, ST +2 physical, MV 10, HP 80, #ATT 3 (greatclub, javelin), DMG d8. Brutal Sweep: In place of an attack, characters within 5 feet are shoved back 10 feet and knocked down; save avoids.

Orc. Level 3 medium humanoid smasher. AC 11, ST +2 physical, MV 12, HP 20, #ATT 2 (greataxe, javelin), DMG d6. Savage Grapple: As an attack, grapple 1 character to the ground and deal 2d6 damage.

Owlbear. Level 7 large animal smasher. AC 15, ST +2 physical, MV 10, HP 40, #ATT 3 (bite, talon), DMG 2d8. Talon Grapple: As an attack, grab 1 character. Disembowel: Deal 3d8 damage to a grabbed character.

Purple Worm. Level 8 gargantuan animal sneaker. AC 16, ST +2 all, MV 6 (burrow), HP 296, #ATT 4 (bite, tail, slam), DMG 2d12. Sneak attack for d6 when hidden. Devour Whole [🐛]: In place of all attacks, grab 1 character and swallow them, digesting them for 3d12 damage each round; save avoids.

Roc. Level 9 gargantuan animal sneaker. AC 17, ST +2 all, MV 6 (fly), HP 196, #ATT 4 (bite, talon), DMG 2d12. Sneak attack for d6 when hidden. Talon Snatch [🦅]: In place of all attack, grab 1 character and returns to its nest; save avoids.

Roper. Level 5 large aberrant sneaker. AC 13, ST +5 magic, MV 10 (climb), HP 62, #ATT 2 (bite, tentacle), DMG d8. Sneak attack for d6 when hidden. Reel: As an attack, grab 1 character up to 15 feet away and pull them adjacent.

Rust Monster. Level 6 medium animal sneaker. AC 14, ST +2 all, MV 12, HP 72, #ATT 1 (bite), DMG 2d6. Sneak attack for d6 when hidden. Rusting Defense: Metal weapons that hit begin to rust. Rusting Attack. Metal armor begins to rust when hit.

Shadow. Level 7 medium undead sneaker. AC 15, ST +2 all, MV 12 (fly, incorporeal), HP 28, #ATT 1 (touch), DMG 2d6. Sneak attack for d6 when hidden. Immune to non-magical weapons, disease, and poison. Level Drain [👁️]: As an attack, drain 1 level from 1 character.

Skeleton. Level 1 medium undead smasher. AC 9, ST +2 physical, MV 12, HP 30, #ATT 2 (claw, shortsword), DMG 2d6. Immune to mind effects, disease, and poison. Resistance to slashing and piercing attacks. Boneshard Burst: When killed, characters within 5 feet take d4 damage; save avoids.

Spider. Level 2 large animal sneaker. AC 10, ST +2 all, MV 10 (climb), HP 32, #ATT 2 (bite), DMG 2d8. Sneak attack for d6 when hidden. Immune to poison. Spellcasting: In place of an attack, cast web, unlimited times. Devouring Bite: Attacks cause paralysis; save avoids.

Troll. Level 6 large humanoid smasher. AC 14, ST +2 physical, MV 10, HP 80, #ATT 3 (bite, claw), DMG d8. Vulnerable to fire and acid. Regeneration: Regains 5 HP every turn unless it took acid or fire damage. Brutal Riposte: When an attack misses, get a free attack.

Vampire. Level 11 medium undead caster. AC 19, ST +10 magical, MV 12, HP 106, #ATT 3 (bite, longsword), DMG 2d6. Immune to disease and poison. Vulnerable to light, running water, and stakes. Spellcasting: In place of an attack, cast charm, sleep, or spider climb, twice each. Dominating Gaze: In place of an attack, dominate 1 character; save avoids. Regeneration: Regain 10 HP every turn unless it took light damage. Vanishing Form: Can change into mist or a cloud of bats.

Werewolf. Level 4 medium humanoid smasher. AC 12, ST +2 physical, MV 12, HP 20, #ATT 1 (bite), DMG d6. Immune to non-silver weapons. Change Shape: Can alter form to appear as a wolf, human, or hybrid. Lycanthropy: Bit characters become werewolves on the next full moon; save avoids.

Xorn. Level 5 medium elemental sneaker. AC 13, ST +2 all, MV 12 (burrow), HP 58, #ATT 1 (bite, claw), DMG d6. Sneak attack for d6 when hidden. Earth Glide: Burrows through earth and stone without disturbing it. Treasure Chomp: As an attack, bite backpacks and pouches, devouring 12d12 coins and d12 gems.

Zombie. Level 2 medium undead smasher. AC 10, ST +2 physical, MV 12, HP 30, #ATT 1 (slam), DMG 2d6. Immune to mind effects, disease, and poison. Deathless Hunger: When killed, roll a d20. On a 15 or higher, the zombie is instead at 1 HP.

Traps

If a trap could kill a person, it does 1d8 damage. If it could kill a bear, it does 2d8 damage. If it could anger a dragon, it does 4d8 damage. Characters should make saving throws when encountering traps. Sometimes even a success will mean half damage or some other effect. Trap examples include collapsing ceilings, crushing walls, electrified floors, giant rolling boulders, and pits.

Hirelings

Servant (10 gp/day): AC 6, MV 8, HP 1, #ATT 0.

Guide (50 gp/day): AC 9, MV 10, HP 4, #ATT 1, DMG 1.

Guard (100 gp/day): AC 12, MV 12, HP 6, #ATT 1, DMG d4.

Expert (500 gp/day): AC 15, MV 14, HP 10, #ATT 2, DMG d6.

Champion (1000 gp/day): AC 18, MV 16, HP 50, #ATT 3, DMG d12.

New Abilities

Consider giving characters new abilities when they level. Some examples follow.

Rage: Fly into a frenzy and fight with primal ferocity for 1 minute, adding +1 to attack and damage rolls, but dropping your AC by 2. During this time, you also gain resistance to bludgeoning, piercing, and slashing damage. Do this a number of times per day equal to your level.

Favored Terrain: While traveling in a chosen environment, terrain doesn't slow you, you can't become lost, you're always alert to danger, and while tracking other creatures, you know their exact number, sizes, and when they passed through.

Inspire: Motivate your companions through stirring words or music, allowing them to roll any die twice, using the higher of the two. Do this a number of times per day equal to your level.

Metamagic: Twist your spells to suit your needs by doubling their size, power, or duration. Do this a number of times per day equal to your level.

Second Wind: Draw from a limited well of stamina and regain hit points equal to d10 + your level. Do this again after an hour's rest.

Special Movement: Move along vertical surfaces, across liquids, or slow a fall for one minute. Do this a number of times per day equal to your level.

New Spells

New spells can be found in captured spellbooks, church texts, holy tapestries, warlock scrolls, or researched by hirelings and characters. Some examples follow.

Gate: Conjure a portal that leads to a precise location on a different plane of existence. The portal is a circular opening, which you can make 5 to 20 feet in diameter and orient in any direction you choose. Lasts for 1 minute per level.

Raise Dead: Return 1 dead creature you touch to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life.

Time Stop: Briefly stop the flow of time for everyone but yourself. No time passes for other creatures while you take 1d4 + 1 turns in a row, during which you can attack and move as normal.

Rules Clarifications

Animal Companion: A ranger's animal companion is a small animal, like a badger. At 3rd level, it's a medium animal like a wolf. At 6th level, it's a large animal like a bear. If it dies, the ranger can seek a new animal companion.

Conditions and Saving Throws: Many monster abilities mention conditions, such as immobilized, slowed, dazed, poisoned, cursed, paralyzed, hidden, etc. These effects have no hard and fast rules and it is up to the DM to create an environment that is difficult, yet fair and fun. In general, if a condition seems like it should be temporary, allow a new saving throw every round.

Damage Resistance and Vulnerability: If something has resistance to a damage type, damage of that type is halved against it. If it has vulnerability to a damage type, damage of that type is doubled against it.

Turn Or Command Undead: A cleric who worships a good deity can turn an amount of minor undead equal to twice their level every day. At 3rd level, it can be more powerful undead. At 6th level, you can instead destroy minor undead. Turned undead are frightened of you and won't approach for a number of rounds equal to your level. A cleric who worships an evil deity can instead command undead. Especially strong or intelligent undead save to avoid.

Wild Shape: A druid can turn into a small land animal like a fox. At 3rd level, it can be medium swimming animal like a shark. At 6th level, it can be a large flying animal like a giant eagle. Keep your new shape for 30 minutes per level per day. You can break that time up into 2 smaller chunks. While wild shaped, you can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your animal form.

Magic Items

Magic items can come in any form, but most often are amulets, armor, cloaks, potions, rings, rods, scrolls, staves, wands, and weapons. Most come with charges that are expended upon use. Occasionally, items regain a limited amount of charges each day. Some examples follow.

Amulet of the Planes: While wearing this amulet, name a location that you are familiar with on another plane of existence. Then make a Lore check. If successful, you and up to 8 allies arrive at the destination. On a failure, you and each creature and object within 15 feet of you travel to a random extraplanar destination.

Animated Shield: This shield hovers in your space to protect you as if you were wielding it, leaving your hands free.

Armor Of Resistance: While wearing this suit of armor, you have resistance to one of the following types of damage: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant or thunder.

Bag of Holding: This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. It can hold up to 500 pounds, yet weighs 15 pounds, regardless of its contents.

Boots Of Elvenkind: While wearing these boots, your steps make no sound, regardless of the surface you are moving across.

Chime of Opening: After striking and pointing at an object within 120 feet, the chime issues a clear tone, and one lock or latch on the object opens.

Cloak of Protection: While wearing this cloak, you gain a +1 bonus to AC and saving throws.

Dancing Sword: This weapon hovers up to 30 feet away from you, attacking creatures as you direct without using any of your attacks.

Dust of Disappearance: After you throw this dust into the air, you and each creature and object within 10 feet become invisible for 2d4 minutes. If a creature affected by the dust attacks or casts a spell, the invisibility ends for that creature.

Flame Tongue: While in use, flames erupt from the blade of this weapon, dealing an extra 2d6 fire damage.

Flying Carpet: This large carpet flies according to your spoken directions and can carry up to 800 pounds.

Folding Boat: Appearing as a small box, it can open and unfold into a single-mast sailing ship and back into a box upon command.

Holy Avenger: Add +3 to attack and damage rolls made with this weapon. When you hit a devil or undead with it, that creature takes an extra 2d10 radiant damage.

Immovable Rod: After being placed, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight.

Luck Blade: This weapon has d4–1 charges. While holding it, you can expend 1 charge and cast the *wish* spell. This property can't be used again until the next dawn. After the last charge is spent, the weapon crumbles into dust.

Mithral Armor: Mithral is a light, flexible metal that provides the protection of heavy armor with the movement of light armor.

Marvelous Pigments: Each pot of paint lets you create inanimate objects or terrain features, such as doors, pits, flowers, trees, cages, rooms, or weapons. When you complete the painting, the object or terrain feature depicted becomes a real, nonmagical object.

Portable Hole: After being placed on a solid surface, the hole creates an extradimensional tunnel 10 feet deep.

Potion Of Gaseous Form: After drinking this potion, you turn into a flying cloud of vapor. You can move through tiny cracks, are immune to non-magical damage, and are resistant to magical damage.

Ring Of Invisibility: While wearing this ring, you turn invisible. Anything you are wearing or carrying is invisible with you. You are not magically silent and still emit smells as normal. You remain invisible until the ring is removed or until you attack or cast a spell.

Robe of Eyes: This robe lets you see in all directions, in darkness, invisible creatures and objects, as well as into the Ethereal Plane.

Sovereign Glue: This substance forms a permanent bond between any two objects. The bond it creates can be broken only by the application of *universal solvent* or with a *wish* spell.

Staff of Frost: While holding this staff, you can cast one of the following spells from it: *cone of cold*, *fog cloud*, *ice storm*, or *wall of ice*.

Vorpal Sword: When you attack a creature that has at least one head and roll a 20 on the attack roll, you cut off one of the creature's heads.

Wand of Polymorph: While holding this wand, you transform a creature into a new form. An unwilling creature must make a saving throw to avoid the effect. The new form can be any creature whose level is equal to or less than yours.

Character Creation For When You Have No Internet

d50	Adjective
1	Adventurous
2	Anxious
3	Assertive
4	Blunt
5	Cautious
6	Charming
7	Cheerful
8	Compassionate
9	Conceited
10	Condescending
11	Courageous
12	Curious
13	Delightful
14	Eager
15	Easy-going
16	Emotional
17	Excitable
18	Faithful
19	Fearless
20	Fussy
21	Grave
22	Grouchy
23	Guarded
24	Helpful
25	Hot-headed
26	Hypercritical
27	Impatient
28	Impulsive
29	Inventive
30	Loud
31	Moody
32	Naive
33	Nosy
34	Outgoing
35	Paranoid
36	Peaceful
37	Pensive
38	Philosophical
39	Reliable
40	Reluctant
41	Restless
42	Romantic
43	Sassy
44	Selfish
45	Sombre
46	Stoic
47	Suspicious
48	Tactless
49	Unstable
50	Warm-hearted

d50	Origin
1	Frightening boarding school.
2	Impoverished noble family.
3	Outpost in the Salt Flats.
4	Citadel in a distant wasteland.
5	Cursed village without children.
6	Lowly official in the imperial army.
7	Desert town hidden inside a sandstorm.
8	Complex bureaucratic society.
9	Quaint little village on a hill.
10	Haunted castle overlooking the sea.
11	Dispirited orphanage workhouse.
12	Penniless shanty town.
13	City destroyed by the gods.
14	Isolated monastery under the Maelstrom.
15	City with towers that rival the clouds.
16	Bad part of a nice town.
17	Gladiator arena in a jungle city.
18	Plague-ridden trading post.
19	Illusory forest hiding a terrible secret.
20	Small remote village near the Obelisk.
21	Drow city-state in the Underdark.
22	Empire where slavery is legal.
23	Mercenary company known for villainy.
24	Derelict ship in the Ruined Sea.
25	Internment camp near the Capital.
26	Camp of outlaws outside civilization.
27	Vast graveyard in the Shadowfell.
28	Long abandoned platinum mine.
29	Secret tomb in the Vast Wastes.
30	Nice part of a bad town.
31	Underground mining town.
32	Keep on the Scorched Plains.
33	Traveling circus hiding devil worshippers.
34	Fallen kingdom near the Bleak.
35	Sewers of a major metropolis.
36	Tree-city in the Feywild.
37	Thriving seaport town.
38	String of terrible places.
39	Slave caravan.
40	Camp on the Iceberg Sea.
41	City floating above a volcano.
42	Ruin in a frozen tundra.
43	Royal burial catacombs.
44	Dungeon beneath the Twilight Fane.
45	Maximum security prison.
46	Citadel in the Iron Mountains.
47	Company of sellswords known for heroism.
48	Hamlet in the Vale of Faces.
49	Sleepy harbor town.
50	Powerful trading town.

d50	Hook
1	Seems to know everyone.
2	Hasn't accomplished anything in their short life yet.
3	Doesn't understand the concept of money.
4	Outstanding warrant for their arrest.
5	Refuses to admit they're past their prime.
6	Writing an autobiography.
7	Lost their sense of smell in a bar fight.
8	Doesn't believe in the gods.
9	Was jailed for a crime they didn't commit.
10	Was once rescued by ogres.
11	Trying to avoid a prophecy.
12	Keeps getting mistaken for a famous knight.
13	Already made and lost a fortune.
14	Hates to be touched.
15	Has delusions of grandeur.
16	Lost their family in a dragon attack.
17	Doesn't know their own strength.
18	Names every piece of their gear.
19	Believes they are a demigod.
20	Got away with murder.
21	Is searching for the knowledge of true immortality.
22	Bribed a nobleman to help them smuggle slaves out of a kingdom.
23	Carries the skull of their best friend.
24	Always needs to be the center of attention.
25	Expelled from the Royal Guard.
26	Believes trees can speak to them and them alone.
27	Was once kidnapped by cultists.
28	Always keeps their promises.
29	Is dealing with a midlife crisis.
30	Is in so far over their head that they can't help but laugh.
31	Was petrified for over two hundred years.
32	Hates being made to wait.
33	Was left out of their father's will.
34	Has a twin that constantly impersonates them.
35	Haunted by the ghost of their mother.
36	Believes they have a claim to the throne.
37	Has a strange scar that hurts when they're near evil.
38	Never got the proper training.
39	Pretty selective memory.
40	Has had it up to here with everyone's crap.
41	Doesn't believe in magic, ever.
42	Being hunted by a terrible villain.
43	Tracking down the treasure their uncle died trying to find.
44	Woke up in a bar with no memory and a sealed letter.
45	Wants to one day own their own ship.
46	Never takes their armor off, just in case.
47	Has been exiled twice under different names.
48	Insists they are the reincarnation of a legendary warrior.
49	In hindsight shouldn't have had the treasure map tattooed on their back.
50	Was brought up to be a librarian.

For your race, roll a d8: 1) Human, 2) Dragonborn, 3) Dwarf, 4) Elf/Half-Elf, 5) Gnome, 6) Halfling, 7) Half-Orc, 8) Tiefling.

For your class, roll a d12: 1) Barbarian, 2) Bard, 3) Cleric, 4) Druid, 5) Fighter, 6) Monk, 7) Paladin, 8) Ranger, 9) Rogue, 10) Sorcerer, 11) Warlock, 12) Wizard.

People Names

Adara	Dove	Hugo	Nicolas	Tanis
Agatha	Driz	Hux	Niobe	Tempest
Alben	Edwyn	Ilan	Nix	Thomas
Alex	Eloise	Isabella	Norman	Thrax
Antigone	Emerson	Jocelyn	Nott	Tig
Aubrey	Emmanuel	Jolie	Odo	Ulric
Ava	Ergin	Josephina	Ortho	Uma
Basher	Fiske	Juliana	Otik	Ursula
Beatrix	Flint	Karim	Pax	Veronica
Belryn	Frederick	Katana	Qlu	Vevette
Benedict	Frizzle	Keppu	Qualyn	Ward
Blaze	Gax	Kyrus	Roland	Wendal
Book	Gerdie	Leeta	Rolf	Wilhelm
Casper	Gisselle	Luciana	Rosamund	Wycah
Constance	Gork	Mable	Ruk	Yaasir
Cordan	Griselda	Mace	Satine	Yasmine
Cralen	Gunter	Maeve	Simon	Yvonne
Cy	Harris	Marguerite	Sith	Zannik
Del	Helene	Mistral	Stitcher	Zell
Diggory	Hikaru	Moogie	Syrah	Zoria

Town Names

Aerilon	Far Water	Istersheim	Orrinshire	Swordbreak
Aquarin	Firebend	Jarn’s Outpost	Ostwig	Tarrin
Aramoor	Felk Mor	Jongvale	Ozryn	Three Streams
Azmar	Flatfield	Kara’s Vale	Pavv	Ubbin Falls
Bacoor	Fool’s March	Knife’s Edge	Pella’s Wish	Veritas
Begger’s Hole	Frostford	Lakeshore	Pinnella Pass	Violl’s Garden
Black Hollow	Garen’s Well	Leeside	Pran	Wavemeet
Black Rock	Godric Hollow	Lullin	Queenstown	Wellspring
Blue Field	Goldcrest	Marren’s Eve	Ramshorn	Westwend
Briar Glen	Goldenleaf	Millstone	Red Hawk	Whiteridge
Brickelwhyte	Greenflower	Moonbright	Rivermouth	Willowdale
Broken Shield	Hardscrabble	Mountmend	Saker Keep	Winddust
Calesaxon	Hiddleswift	Nearon	Seameet	Windrip
Coalfell	Hillfar	New Cresthill	Ship’s Haven	Wintervale
Cullfield	Hogsfeet	New Providence	Silverkeep	Wolfden
Darkwell	Hollyhead	Northpass	Snake’s Canyon	Xozea
Deathfall	Hwen	Nuxvar	Snowmelt	Xynnar
Dry Gulch	Icemeet	Oakheart	South Warren	Yarrin
Easthaven	Ironforge	Oar’s Rest	Squall’s End	Yellowseed
Ecrin	Irragin	Old Ashton	Sublimity	Zumka

Villain Names

Asmodean	Kahn Shadowend
Azaloth	Kaladax
Belzedar	Maedros
Carmine Zul	Magnus Sint
Daemon Sadi	Mortanus
Eldrazi	Nevicdus
Exodus	Severus Drach
Fistandantilus	Shadroth
Grannimor Strax	Verminaard

Tavern Names

d8	The [A Name]	[B Name]
1	Clever	Dragon
2	Dancing	Fairy
3	Fat	Fool
4	Giggling	Jester
5	Nervous	Nymph
6	Prancing	Serpent
7	Salty	Tankard
8	Thirsty	Wench

Random Quests

d20	Scenario
1	A bureaucrat named Mavis Collins seeks a company of adventurers to protect her from the assassins of the hag of Wraith Vale; moreover, the party must complete the quest without leaving any trace of their involvement.
2	An alchemist named Juliana Sorel seeks a company of adventurers to thwart the monstrous plan of Akambherylliax the Necromancer.
3	A bounty hunter named Waylan Fintis seeks a company of adventurers to discover the fate of a group of pilgrims lost in the Karash Mountains; moreover, the party must complete the quest amidst a terrible plague.
4	A determined priest named Parmoneus Phlox seeks a company of adventurers to expose a corrupt prince who serves Arazuun the Dire; moreover, the party encounters an old ally now working against them.
5	A cryptic dwarf named Adrik Ironhelm seeks a company of adventurers to recover and destroy an evil artifact from the ruins of Azzakh’s Hold; moreover, the party encounters an old enemy who is now working with them.
6	A cunning mage named Erland Fisk seeks a company of adventurers to investigate the Pillars of Arcane Fire in the Wyvern Hills.
7	A guarded smuggler named Wil Ohmsford seeks a company of adventurers to rescue the Lady Azriel from the pirates of the Sea of the Violent Deep.
8	A wary merchant named Gaston Frost seeks a company of adventurers to recover a caravan of exotic goods from the goblins of the Burning Jungle.
9	An angry baron named Simkins Everdene seeks a company of adventurers to escort a caravan of food and water safely to the city of Clestone.
10	An arrogant ex-adventurer named Piersim Wayte seeks a company of adventurers to find and explore the ancient ruins of the Vampire Prince.
11	An elf named Lwel seeks a company of adventurers to thwart the monstrous plan of Oni the Grim; moreover, the party must complete the quest before the next full moon.
12	A charming noblewoman named Elenor Marden seeks a company of adventurers to recover and destroy an evil artifact from the lost city of Damor in the Void Bluffs; however, her information is faulty.
13	A frightened duchess named Hazel Leigh seeks a company of adventurers to hunt down and kill the Shadow of Taret Quarter; moreover, the party must complete the quest within nine days.
14	An elf named Norixus seeks a company of adventurers to investigate mysterious lights which have appeared in the Sinking Quagmire.
15	A stuffy diplomat named Brandt Mockridge seeks a company of adventurers to expose a corrupt paladin who serves Zeiram the Lich; however, the quest is a trap.
16	A cunning astrologer named Borosius seeks a company of adventurers to explore the Cassack Mire; however, his information is faulty.
17	A cryptic enchantress named Zoria seeks a company of adventurers to investigate a magical portal which has appeared in the Ermine Heath.
18	A shady chancellor named Haela Beaumont seeks a company of adventurers to escort a valued family heirloom safely to the capital of Wacot.
19	A guard named Emerson Mondair seeks a company of adventurers to hunt down and capture the notorious highwayman Four-Fingered McKenna.
20	A druid named Eustace Scrubb seeks a company of adventurers to hunt down and destroy the devil of the Whitestone Void.

Random MacGuffins

d10	McGuffin
1	Ancient tome of dangerous lore.
2	Artifact of an elvish hero.
3	Crown jewels of a long-dead sovereign.
4	Imprisoned extraplanar entity.
5	Phylactery of a notorious lich.
6	Soul of a member of a noble house.
7	Spellbook of a long-dead necromancer.
8	Staff of an infamous wizard.
9	Treasury of an ancient dwarven clan.
10	Unhatched dragon egg of unknown origin.

Treasures

d100	Item
1	Wooden game board with brass and iron pieces.
2	Copper chalice engraved with a geometric pattern.
3	Horn hair brush inlaid with small peridot stones.
4	Quartz statuette of a pegasus taking flight.
5	Pottery vase decorated with images of a foot race.
6	Tin hand mirror with polished bone handle.
7	Landscape painting of a keep that has long since been ruined.
8	Wooden jewelry box with copper detailing.
9	Ivory cameo on a pearl necklace.
10	Copper door handle of a manticore head holding a ring in its mouth.
11	Poetry chapbook with wooden cover.
12	Brightly polished copper buttons.
13	Large wooden box of dozens small painted lead figurines depicting knights, wizards, beasts, and dragons.
14	Glass eye with an azurite iris and obsidian pupil.
15	Small gold bracelet of two hands, each clasping the other’s wrist.
16	Illuminated parchment maps a century out of date.
17	Gold signet ring with a small compartment containing a poison pill.
18	Demonic iron idol with bloodstone eyes.
19	Vest fashioned from the hide of a large dark-haired ape.
20	Marble bust of a vainglorious adventurer.
21	Glass figurine of a unicorn with a chalcedony horn.
22	Simple gold ring sized for a giant’s finger.
23	Rose quartz paperweight shaped like a crushing fist.
24	Blood splattered war mask of beaten copper.
25	Scabbard adorned with semiprecious stones.
26	Human skull goblet with silver base.
27	Amber belt buckle with knot pattern.
28	Gold-plated medal of valor shaped like roaring lion.
29	Mirror of beaten silver with a handle resembling gusting clouds.
30	Silk dress set with pearls.
31	Anklet of braided gold and silver worked with small carnelians.
32	Ornate chamber pot adorned in silver.
33	Headband of interwoven copper and silver.
34	Ornate scabbard set with agates of multiple colors.
35	Solid gold hubcaps for a royal carriage.
36	Ivory hair brooch shaped like a rose.
37	Prosthetic bronze hand with ivory fingernails.
38	Solid gold cooking pot, partially melted from use.
39	Obsidian pendant on silver chain.
40	Gold-plated door depicting a monarch’s ascent to the throne.
41	Ivory hair brush with handle set with red jaspers.
42	Deck of Tarokka fortune telling cards in an ebony box.
43	Golden statue of a mounted knight missing its steed.
44	Silver statuette of a imperial soldier.
45	Idyllic pastoral landscape painting.
46	Silver statue of a saint that unscrews to reveal a hidden flask for holy water.
47	A handwritten prophecy by a famed oracle.
48	Golden elven statue of a blink dog.
49	Crystal decanter edged with gold and two matching goblets.
50	Heavy brass torc ending in clenched fists.
51	Royal death mask of a queen with aquamarine eyes.

52	Gold and sapphire earrings shaped like tulips that faintly ring like bells.
53	Hair comb made from a single large amethyst.
54	Antiquated royal seal and its satin-lined darkwood case.
55	Armlet of gold encrusted with innumerable topaz, ending in two feathers.
56	Lamp of gold with the City of Brass painted on the sides in ruby dust.
57	Bracelet of large obsidian stones linked with gold.
58	Silver butterfly with golden wings set with myriad tiny opals.
59	Cluster of grapes magically turned into solid gold.
60	Solid jade dagger with a gold hilt and sapphire pommel.
61	White gold bowl decorated with yellow sapphires.
62	Spice pot of gold shaped like a mountain and accented with obsidian.
63	Chalice of gold with a base ringed in stones of hessonite.
64	Heavy iron brand used in the torture and death of a historical martyr.
65	Painting of an ancient dragon sacking a city.
66	Hairpin inlaid with a rainbow formed from small semiprecious stones.
67	Ornate gold holy symbol with a star sapphire in the center.
68	Green dragon's egg covered in beaten silver.
69	Iron chest covered in gold panels covered in spidery runes.
70	Flowing cape of fine spider silk interwoven with platinum threads.
71	Obsidian mirror held in a frame of polished silver.
72	Gold incense holder shaped like a lotus flower with a pearl at the top.
73	Rug of gold and silk threads woven in a complex pattern.
74	The deed to a small parcel of undeveloped land.
75	Winged anklet of platinum and ringed with blue spinel.
76	Goblet of solid crystal ringed with fire opals along the stem.
77	Statue of a platinum dragon with ruby eyes and flames of sculpted jacinth.
78	Heavy ceremonial crown set with emeralds and amethysts and capped by a ruby shaped like a spear point.
79	Delicate gemstone rose with a ruby bud and jade stem.
80	Golden rod of office capped by the royal seal made of platinum and decorated with a myriad gemstones.
81	Decorative golden quill shaped like a peacock feather with the plume made of precious stones.
82	Deed to an abandoned keep at the edge of the region.
83	Broken tip of a bronze sword used to kill an emperor.
84	Game board with gold and platinum playing pieces sculpted in the likeness of a former royal court and their bitter rivals.
85	Triptych with a carving of a tree sculpted from the wood of Yggdrasil.
86	Platinum brooch of a fire breathing dragon twisted into a Möbius band.
87	Fragments of a religious gospel long thought lost.
88	Clay tablet giving the answers to the favorite riddles of a guardian sphinx.
89	Platinum and gold headdress decorated with fire opals and aquamarines forming the glyph of the Elder Elemental Eye.
90	Large heart-shaped ruby with a small diamond in the center.
91	Golden sundial with different gemstones at each hour.
92	Mithril statuette of a dwarven king riding a giant boar wielding a battleaxe.
93	Large stained glass window edged with platinum and depicting the defeat of a great evil by mythic heroes.
94	Diamond vial containing a golden liquid rumored to be the blood of a god.
95	Illustrated travelogue of remote and exotic planar locations.
96	Large brass orrery with each celestial body being composed of a different precious metal including a golden sun.
97	Sealed golden urn containing the ashes of a religious martyr.
98	Statue of humble farmer carved of gold hued stone from Mount Celestia.
99	Diamond pendant dangling from a platinum chain.
00	Masterwork triptych depicting a gold and red dragon locked in combat.